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Alfred Thomas

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MCDONNELL BOEHNEN HULBERT & BERGHOFF LLP
300 S. WACKER DRIVE
32ND FLOOR
CHICAGO, IL 60606

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1 RECORD OF ORAL HEARING
2
3 UNITED STATES PATENT AND TRADEMARK OFFICE
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5
6 BEFORE THE BOARD OF PATENT APPEALS
7 AND INTERFERENCES
8

9
10 *Ex parte* ALFRED THOMAS, DUNCAN F. BROWN,
11 LAWRENCE E. DEMAR and SCOTT D. SLOMIANY
12

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14 Appeal No. 2010-005110
15 Application No. 10/090,685
16 Technology Center 3700
17

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19 Oral Hearing Held: January 20, 2011
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21

22 Before HUBERT LORIN, ANTON W. FETTING and
23 JOSEPH A. FISCHETTI, *Administrative Patent Judges*.
24

25 APPEARANCES:

26
27 ON BEHALF OF THE APPELLANT:

28
29 MICHAEL H. BANIAK, ESQUIRE
30 McDonnell, Boehnen, Hulbert & Berghoff, LLP
31 300 South Wacker Drive
32 32nd Floor
33 Chicago, Illinois 60606
34 (312) 913-0001
35
36
37

1 The above-entitled matter came on for hearing on Thursday, January 20,
2 2011 commencing at 10:36 a.m., at the U.S. Patent and Trademark Office,
3 600 Dulany Street, Alexandria, Virginia, before Deborah Rinaldo, Notary
4 Public.
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6 PROCEEDINGS

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8 MR. BANIAK: Good morning. It's good to see you all again. As I opened
9 this file recently to take a look at it and decide oral argument or not, I said, this
10 looks very familiar.

11 JUDGE LORIN: Yes, and it's the same panel.

12 MR. BANIAK: It is. I saw that. We can just open with, Are there further
13 questions in view of what we said last time?

14 But I won't start just there. I will, however, start wherever you wish. I have
15 gone through the transcript of the last hearing and I imagine you have that file
16 also. And frankly, I think I covered everything that, you know, is currently of
17 record with regard to the rejections of the Examiner. This had kind of a
18 tortured history or tortious history in the way that it's gotten here today.

19 JUDGE LORIN: I think the record is complete now. We're at a point now
20 where a decision will be made. But I do want you to review precisely -- this
21 was something that came up in the last hearing. Explain this invention again
22 and the two references that have been applied under 102.

23 MR. BANIAK: The invention is something of a combination of two fairly
24 well known games. One is the game of Keno.

25 And if you have been to any casino or know of the game, it's essentially this.

26 A game in which there's a matrix with numbers and locations on that matrix.

27 And what the user, what the player does is select a number of spots, locations,

1 perhaps ten, could be more, depends on the nature of the game. So they pick
2 ten spots, ten numbers.

3 The computer that runs the game then selects a bunch of spots of its own, 20,
4 shall we say. Randomly picks those numbers. And then there's an issue of
5 matching up. How many match, if any, with respect to the Keno game.

6 What's interesting about Keno is it has an element of selection by the player.

7 Meaning the player has this idea, let's call it free will, that I am having some
8 input as to what's going on because I have a choice of 80 spots and of those 80
9 spots I will pick some. These are now my spots. Then the machine takes over
10 and sees whether there's matches or payout depending on matches or not.

11 The other game that we're talking about here today is a traditional slot machine
12 game. They rotate, reels turn, things either match up along lines or they don't.

13 Typically when I play it, they don't match up.

14 So those are reels. Again, now, in this instance in a reel-type machine, there is
15 no input -- there is no selection by the player other than perhaps choosing what
16 the maximum bet would be that that player wants to place and choosing the
17 lines. I can select one line, five lines, 12 lines, whatever.

18 But that's the only input that is provided and there really isn't any selection.

19 It's a function of here is my bet, that takes the number of lines, roll, matches up
20 or it doesn't match up. So no real exercise of selection of input by the player.

21 The game that my client has come up with is a game which is somewhat like
22 Keno and we call the game Spin Keno. Somewhat like Keno in the sense that
23 we have this grid with locations on it but instead of having those matched up
24 by a computer, what we do is we provide input. And this is a selection step.

1 As I emphasized the last time, the words we used in the claim are very
2 important because those are the distinguishing features from Simunek, the
3 primary reference that the Examiner uses, and Tarantino. But we'll get back to
4 that in a second.

5 In our game the user selects spaces, selects locations, selects spots. And those
6 now become reels in the sense of reels, R-E-E-L-S. Those are now spun.
7 Every one of those is spun. So user selects, I have my input, my free will is
8 being exercised. The computer spins those reels and depending on the
9 methodology of the programming, matches occur or don't occur, payouts occur
10 or don't occur along the way. Those are the broadest claims that we have.
11 So there is this aspect of an input, a wager and then the game play occurs.
12 Something then happens. But it happens that every one of those selections,
13 those locations is going to be spun every time.

14 Compare that now -- that's our game. There are dependent claims and this is
15 what came up subsequent to the last argument. Although, we did have it
16 argued and briefed the last time around.

17 Dependent claims talk about in some instances, for example -- and I think
18 claim 38 may be a good one as a dependency where we talk in terms of there
19 may be an additional aspect to our game where a geometrical pattern can result
20 in an additional win or an additional aspect of the game.

21 Geometrical in the sense that I may want a line so that if I get three cherries in
22 a row, then further good things happen. Three cherries in a diagonal, good
23 things happen.

24 Even in that particular instance, what we see though is that the player has to
25 decide which of those locations may align, may come out in spots that are

1 going to end up in a pattern, end up in a line, end up in a diagonal line, for
2 example.

3 So once again, we don't have the computer generating something which could
4 or could not line up. What we do have is the user selecting the spaces. So the
5 user would have to select four locations which are going to spin. Those four
6 locations are in a pattern and if the user selected, well, then that four line up,
7 four cherries and there's a win. So that's a for instance with respect to claim
8 38.

9 We turn now to the prior art. Simunek, for example. And what we see there,
10 in Simunek, it's a traditional Keno game where the player is going to pick his
11 or her numbers and the machine is now going to process and pick its 20
12 numbers. Something then happens in terms of a match or no match.

13 What Simunek adds to the equation which is different from a traditional Keno
14 game are a couple of things. One is it has this super spot. So one of those
15 locations chosen by the player could be the super spot which, if it's matched,
16 then turns into a reel and spins for a multiplier. Kind of a bonus game.

17 There's another embodiment in Simunek, and this is what the Examiner
18 primarily relied on or went to, where if there's a match that occurs and for each
19 one of those matches what happens is those matches then turn into reels which
20 are spun. And in particular, again, for a bonus type arrangement here.

21 Although, to be fair to the Simunek reference it doesn't say that it has to be a
22 bonus.

23 So what do we see in terms of differences between our independent claims and
24 Simunek? The difference is, again, this aspect of free will. There is no
25 selection.

1 The selection in Simunek is simply the user traditionally picking spots, picking
2 numbers as in a Keno game. The machine then takes over from there. If there
3 are matches, those matches then, which are going to be fewer -- we'll talk
4 about the situation when they could be every one. But there are going to be
5 fewer.

6 Those matches then are taken over by the machine and there's a machine that
7 determines those are going to be reels and spins those. So it's less than all. So
8 you can see that the difference between the two games that we have in terms of
9 our claims and Simunek is regardless of any matches that may occur by the
10 machine, our reels are going to be spun.

11 So the player has that gratification, has that knowledge that every one of those
12 that I pick is going to result in a spinning reel and then something is going to
13 happen after that. The machine doesn't intervene in that process in terms of
14 are there matches? Then I may or may not spin matches. And that's what
15 Simunek says.

16 What the Examiner says is there could be a theoretical situation where every
17 one of the ten that the user has selected, the ten numbers that the user selected
18 come up. The machine it hits those numbers. So now I have a situation where
19 all those reels in that specific situation will now match and will be potentially
20 spun, as Simunek says.

21 I look at that and the analogy I used the last time was, yes, we could have
22 Romeo and Juliet reproduced by ten monkeys pounding on keyboards for ten
23 to the 21 power years or so. They can come up with that. And in Simunek,
24 yeah, I suppose there is a possibility, theoretical possibility that every one of
25 those things can match. But that's not anticipation. Not such a farfetched

1 situation such as I am describing, such as the Examiner has reached in
2 Simunek.

3 It's different in the sense that that is a very rare event. It's not something that is
4 intended to happen in Simunek. And the machine essentially decides how
5 many matches there are going to be randomly associated with that. That's
6 Simunek.

7 JUDGE LORIN: All right, counsel. I'm again a little bit as confused as I was
8 two years ago. We have in all these claims machine claims. There are no
9 method claims here. What you are discussing here as a point of distinction is
10 what your operating system is supposed to be doing in the system, this game
11 playing machine.

12 Now, let's take it step by step. Your operating system in claim 25 requires
13 driving a display to present game element locations. Now, Simunek does that,
14 correct?

15 MR. BANIAK: Correct.

16 JUDGE LORIN: So that's not an issue. The next step that the operating
17 system does is register a selection input by a player of game element locations.
18 Doesn't Simunek do that?

19 MR. BANIAK: Yes.

20 JUDGE LORIN: Let's go on. The next is wherein said program limits said
21 selection to less than all of said plurality of game element locations, which
22 means you have ten locations originally, a selection input is registered for one
23 location, say in the top right-hand corner. The program limits the selection
24 which is that top right-hand corner -- I guess it limits to that selection. So now
25 the top right-hand corner has been selected.

1 MR. BANIAK: Correct.

2 JUDGE LORIN: Are you saying Simunek does not do that?

3 MR. BANIAK: No. What I'm saying is Simunek is following a traditional
4 Keno type arrangement. So far in our claim we are doing the same thing.

5 JUDGE LORIN: Let's go on here. Registering a wager input by the player
6 upon outcome of said game of chance. Well, I think Simunek does that too, do
7 they not?

8 MR. BANIAK: I would say yes.

9 JUDGE LORIN: Determining a game element indicia from a set of game play
10 indicia to be displayed in at least said selected game element location. So that
11 top right-hand corner, you could have anything come up. Say you have
12 cherries come up. So all you are saying here is determining a cherry to show
13 up in that location.

14 MR. BANIAK: Here is a distinction that I would say exists with Simunek in
15 that Simunek is going to have the traditional Keno grid. So you are going to
16 have ten up in that spot in Simunek. So there is no selection.

17 JUDGE LORIN: Why would they have ten in that spot? Why isn't the whole
18 grid there in that location one of the spots?

19 MR. BANIAK: Well, I don't think you can treat the whole grid as a single
20 spot. We're treating locations very specifically and our locations are going to
21 be the game elements, each of which is going to turn into a reel when selected.
22 In Simunek, you are not going to do that because you are going to have these
23 numbers that are associated in there and the user is going to pick numbers.
24 And then the machine generates random numbers thereafter.

25 JUDGE LORIN: In each location.

1 MR. BANIAK: I don't know that that's true, that it's going to be generated in
2 each location.

3 JUDGE LORIN: Let's take a look at Simunek here. You have a grid here --
4 am I not understanding this correctly? On figure 1 of Simunek -- no, it's
5 figure 4.

6 Figure 4 in Simunek, the numbers start 1 through 80. In the top right-hand
7 corner is the number 10. Is that not a location?

8 MR. BANIAK: It is.

9 JUDGE LORIN: Is there not an indicia there?

10 MR. BANIAK: There is but it's not going to be indicia from a set of indicia.

11 As we do with reels, we are going to have ten different kinds, shall we say, ten
12 different types of indicia.

13 JUDGE LORIN: Let's get to that because so far we haven't gotten to that in
14 the claim yet. I'm just reading each element. So far we just discussed
15 determining game element indicia from a set of game -- no. We discussed
16 registering input and then we said determining game element indicia from a set
17 of game play indicia. So far I'm not seeing anything different with Simunek.

18 MR. BANIAK: Let's go with that, then.

19 JUDGE LORIN: Next, said game element indicia to be displayed in each
20 instance being randomly assigned for each said game element location from
21 entirety of said set game element indicia displaying said randomly determined
22 indicia for each said selected game element location. That's a lot.

23 Now, I understand this to say that you are randomly assigning something in
24 that location.

1 MR. BANIAK: Correct, random assignment in that location. Could be a
2 cherry, could be a piece of fruit, could be anything. But what I'm saying is in
3 the traditional Keno arrangement that we see here in Simunek, those numbers
4 are already put there. The machine then randomly picks numbers and we see
5 what matches up with what the user may have selected.

6 JUDGE LORIN: In traditional Keno you would have a board in front of you
7 and you are comparing the number on that board that you've chosen with
8 whatever shows up on that screen. They reproduce the grid on the screen and
9 randomly pick numbers there.

10 MR. BANIAK: Yes. So here what we're saying is, no, we're going to have a
11 set of indicia and they are going to be randomly assigned to each of those
12 spaces. Now the player is going to pick and those are going to rotate based on
13 the indicia that are available on that reel. So that's not what's going on here.

14 JUDGE LORIN: Let me stop you again here so I can maintain my clarity
15 here. So far the screen that Simunek would use for someone playing the game
16 that Simunek describes, so far the screen is doing what you are saying here in
17 the claim.

18 MR. BANIAK: The screen you are looking at in Simunek, yes, it would do
19 that. But if you look at the screen as reproduced in our figures and what we
20 talk about, what happens is those indicia, whatever the fruit is, shall we say,
21 that randomly assign to that because each of those is a potential reel that's
22 going to include all of the indicia.

23 So imagine here what you would have to have is Simunek having in every one
24 of these spaces, you know, 32, 33, 34, the entire gamut of fruit associated with
25 each one of those. So that's where I say Simunek is Keno. We are not Keno.

1 Only in the sense of what the grid looks like and the initial process of selecting
2 spaces on that grid can do picking numbers.

3 JUDGE LORIN: Well, the indicia could be a number. I mentioned cherries
4 before, but we can pick with numbers.

5 MR. BANIAK: Yeah, because you're going to have one indicium which is
6 what you just said, not indicia, associated with each spot. Because our game
7 now is going to be all about reels. It's not all about a number matching up with
8 what the computer is going to generate.

9 JUDGE LORIN: Well, if you look at Keno, you can go to Maryland and play
10 this in the bars and you see Keno on the screen and you select one, you know,
11 and they just put up new numbers on that space. That's no different than what
12 I'm reading here, right? Isn't that what's going on here so far?

13 MR. BANIAK: Okay. Let's continue because we haven't gotten to the meat of
14 where I say we really differ from Simunek.

15 JUDGE LORIN: The next thing is determining the outcome of said game of
16 chance based upon said game play condition.

17 So normally when Keno is played videowise, the computer stops and numbers
18 show up. So that's the outcome. And finally you say, and providing a payout
19 according to a winning condition.

20 So if you played video Keno and your number that you've chosen for a
21 particular spot on the video, if they match, you get a payout. So far I'm not
22 seeing any difference.

23 MR. BANIAK: Well, all right. I think we've gotten through to the end of the
24 claim but the difference is that the selection process results in a display which
25 is going to include this random association of whatever we have, call it fruit
26 again, for each space.

1 That is not anything that's in the traditional Keno game. That is not anything
2 that is talked about in Simunek at all. So I guess that's where I have to
3 continue to differ with you because we are randomly using -- we're talking
4 about the random assignment of indicia to a space but every space. Not just a
5 machine selection of numbers.

6 JUDGE LORIN: Let me stop you, counsel, because, you know, this happened
7 before in the earlier hearing and the more we talk about it the more I'm getting
8 confused here.

9 You are going back now and you are pointing out this limitation, displayed in
10 each instance being randomly assigned. Is that what you are saying is the
11 distinction between your claim and what's in Simunek?

12 MR. BANIAK: The selection of each of those so that there is a random, I'll
13 call it a reel even though that word doesn't appear in this particular case.

14 JUDGE LORIN: Correct, there are no reels in this claim.

15 MR. BANIAK: Correct. There's a random assignment that is now occurring
16 of the subset of indicia that is available for each of those spaces.

17 JUDGE LORIN: Where is the subset?

18 MR. BANIAK: Well, you don't see the word subset in there but that is a
19 derivative of what we're talking about, determining a game element indicium
20 from a set of game play indicia to be displayed in at least said selected game
21 element locations.

22 What we're talking about there is we're selecting this game element indicia
23 from a set to be displayed in at least the selected game element locations and
24 the game element indicia to be displayed in each instance being randomly
25 assigned for each said game element location from the entirety of the set.

1 So that's the guts of it. That's the difference. That is what constitutes in my
2 broad lexicon the reel.

3 JUDGE LORIN: Well, never mind the reel because there's no reel in the claim
4 here. We don't need to harp on the reel. I thought we already addressed this.
5 What is the difference between displaying in each instance a random number,
6 which is what Keno does?

7 MR. BANIAK: I don't think Keno does it. I don't believe Keno does display a
8 random number in every one of these spots.

9 JUDGE LORIN: When I have a board, as Simunek describes, a board of
10 numbers and I choose a number in the top right-hand corner, say I want that
11 number to be ten and I look up on the screen and they throw random numbers,
12 don't I win when the number that appears in the top right-hand corner of the
13 video screen rolls into a ten?

14 MR. BANIAK: But you selected that ten spot. Nothing happens in that ten
15 spot. That's just your selection. So, yes, you match whatever the computer
16 has thrown up there as a number. But that ten spot has not changed, has it?

17 JUDGE FETTING: What do you mean it hasn't changed?

18 JUDGE LORIN: The number in the ten spot hasn't changed?

19 MR. BANIAK: Correct.

20 JUDGE LORIN: It stays ten forever?

21 MR. BANIAK: Yes.

22 JUDGE LORIN: You mean, so if I choose ten in the top right corner, I win
23 every time?

24 MR. BANIAK: No. The machine then selects what it is that is going to be --

25 JUDGE LORIN: In ten. Ten is simply an identifier for that location.

1 MR. BANIAK: It is. But what I'm saying is the ten doesn't change.

2 JUDGE LORIN: Of course not because it is a location number. It's not the
3 indicia.

4 MR. BANIAK: Correct, and we have indicia that change every time by
5 virtue of the random association with that spot. That's the claim language
6 that we used.

7 JUDGE LORIN: All right. Turn now to Tarantino. Now, Tarantino has also
8 locations.

9 MR. BANIAK: Tarantino is by the Examiner and we can go to the exemplar
10 of figure 6 which is what the Examiner has relied on. And it's really the only
11 embodiment that has given any kind of structure and discussion in Tarantino.
12 What Tarantino does is provide a wager input. Put money in and then you get
13 a first column. The Examiner has taken the position that first column equals
14 location.

15 And we specifically state and show that that is not a location. That is nothing
16 more than, for example, choosing a line in a slot machine. So you put your
17 wager in, your \$0.25, you get the first column. If you manage to get a match,
18 according to Tarantino in that first play, then you have the ability to go to a
19 second play. Put in another quarter. Now you get columns 2 and 3.

20 Again, basically just lines. That can continue as you progress through the
21 game that Tarantino describes with the ultimate objective that you are going to
22 have this linkage that may occur by virtue of matches between the first column
23 and the second and third column, the fourth column, et cetera, to some end.

24 We indicate that there is no selection that's going on. No selection with
25 respect to an input from the player. You simply put your wager in and
26 depending what your wager is, that's what you get, a column, two columns,

1 three columns, four columns, et cetera. So no selection whatsoever occurring
2 there.

3 Plus again, we're not dealing with a player using the locations. What we're
4 seeing in Tarantino is the usage of nothing more than what I described as lines
5 that would be traditional in a slot machine.

6 Plus, we don't have this kind of replacement that we talked about and the
7 matching that we talked about with respect to each of the selections made by
8 the player. That is in a nutshell why Tarantino doesn't apply as an
9 anticipation.

10 JUDGE LORIN: Again, Tarantino is similar to what we just discussed. I'm
11 seeing here a grid of nine by nine, it seems. Why aren't these all locations
12 where these dice show up? These are not locations?

13 MR. BANIAK: They are not locations that a user can select. And that is the
14 critical distinction that we have in the claim. There is no registering selection
15 input with respect to less than all, for example, in that first column. You put
16 your wager in, you get the first column, you see what happens.

17 JUDGE LORIN: It's done automatically. That first column just pops up. The
18 Examiner doesn't have any choice in --

19 MR. BANIAK: Correct. You have no choice. You can't pick, for example, I
20 would like the first column and the fifth column. That is not anything
21 disclosed in Tarantino. It's not part of the process. Tarantino deals with an
22 iterative type game where you build from one stage to the next. As you
23 succeed or don't succeed you put the money in and it builds up there. But no
24 selection whatsoever with regard to spaces, spots that we talk about.

1 That's where we say the Examiner is pushing this disclosure in a way to try to
2 match up with our claims but there is no selection input by a player. There is
3 no limitation in that selection to -- less than all in that column. So we don't see
4 Tarantino as very relevant at all.

5 JUDGE LORIN: Your claim calls for registering a selection input of a game
6 element location. And it's that location which will be randomly assigned an
7 indicia.

8 MR. BANIAK: Correct.

9 JUDGE LORIN: And you are saying that this figure 6 there's no registering of
10 an input because there is no input.

11 MR. BANIAK: Correct. The Examiner has basically conflated the wager with
12 there's your input.

13 JUDGE LORIN: Okay.

14 JUDGE FETTING: I want to make sure I understand. Can I go back to Keno
15 for a second? I have seen it so often and I have never played it. I have seen
16 this grid of numbers.

17 Now, I wasn't sure what happened when things are randomly happening. Is it
18 the case that all that's happening is the numbers stay the same and they are
19 either darkening or somehow highlighting so the numbers indicating those are
20 the numbers that are in the winning group?

21 MR. BANIAK: Yes.

22 JUDGE FETTING: So they are not going to change the symbols in each of
23 those. They are just indicating which of those numbers are amongst the
24 winning group?

1 MR. BANIAK: Are the winners depending on what the computer has decided
2 as to its random selection.

3 JUDGE FETTING: In your claim you actually are changing. There is no
4 number. There's some other sort of symbol and the symbol can be different

5 JUDGE FETTING: In your claim you actually are changing. There is no
6 number. There's some other sort of symbol and the symbol can be different
7 each time?

8 MR. BANIAK: Correct. If you go and look at one of our figures, and you've
9 described exactly what the point of difference is, Your Honor. If you look at
10 our figure 6 or 7 -- it's figure 5. You look at figure 5 and in figure 5 -- do you
11 have it in front of you? I can bring it up.

12 JUDGE LORIN: We have it here.

13 MR. BANIAK: You see in figure 5 what happens after you've made your
14 selection process. Those locations that you have selected are shown in the
15 black boxes indicated by 18 in that figure. Unselected are 12, whatever.
16 And then the machine says those are your selections, now we're going to
17 rotate. You are certainly going to rotate at least the selected boxes, you know,
18 because it's prettier and more graphic. You can rotate all of them. It doesn't
19 really matter.

20 JUDGE FETTING: You could rotate all of them but the only ones that matter
21 are the selected boxes?

22 MR. BANIAK: That's correct. So you rotate the selected boxes and then the
23 question is, all right, now -- and you go to fig 6. Now in those selected boxes
24 have I come up with matches? You see that in this particular instance we
25 show a 28 match, match, match.

1 So in this instance they all rotate and either you get cherries or a piece of fruit
2 or an umbrella or whatever, but they, all of the sets of indicia are on each one
3 of those spaces and all of those things come up.

4 All of those could have come up as umbrellas or all of them could have come
5 up as something different. That's not Keno. That's not what's going on in each
6 one of those spaces in Keno. You are not rotating all those so that they all
7 come up as number 37.

8 And, you know, you may look at that, Judge Lorin, for example, and say, Is
9 that really all that much different from Simunek and what Simunek is doing
10 with the Keno game?

11 And the answer is, yeah, it is extremely different because it's all about
12 entertainment and it's all about whether the game is going to be something that
13 people are going to look at and like. And what we see in Simunek, as far as
14 we're concerned, is a game that isn't going to be popular and has never been
15 popularized because it lacks that element of free will that I described.

16 JUDGE FETTING: It's almost like you have a bank of slot machines and you
17 get to pick which slot machines and you yank the arm on all of them
18 simultaneously and see what that combination is like.

19 MR. BANIAK: I suppose that is one way of looking at it. It's all completely
20 random. It's all done by the machine. In a Keno game, of course the machine
21 is deciding what's going on.

22 Simunek is even a step further in the sense that Simunek says I'm not even
23 going to give you that ability on the first pull. You are only going to get that
24 ability if you get matches. And of those matched numbers, I'll spin it for you
25 and see where you get.

1 So we see that as a point of distinction and it's in the language that we've got in
2 claim 25, which we went to. I hope we can figure that out better in view of my
3 explanation. It does come out in the dependencies too. We actually do talk
4 about reel type machines and there's a reel associated in the dependencies.

5 JUDGE LORIN: I'm not, not appreciating the distinction you are making.
6 This is under 102. So there has to be identical and I'm cognizant of that.
7 My difficulty isn't that I understand what you are saying is a distinction you
8 want the invention to have over the prior art. It's what your claim actually
9 says.

10 We don't have any reels. We don't have anything you are talking about. What
11 we have is determining a game element indicia from a set of game play indicia
12 to be displayed. You have a grid, okay, in the prior art, and you are displaying
13 one of them. Say you are displaying ten.

14 JUDGE FETTING: There's a white ten and a black ten. You are either just
15 playing a white ten and a black ten.

16 JUDGE LORIN: Yeah, to show up, right. If the computer picks it, it will
17 probably show up as white.

18 Said game element indicia to be displayed in each instance being randomly
19 assigned. And what you are saying is that ten that's there has not been
20 randomly assigned.

21 MR. BANIAK: No. It's in that spot. That's the grid that you go to in Keno.
22 The numbers are there. What we're doing is we're randomly assigning to every
23 one of those spots something out of this set that we've described in the claim.

24 JUDGE FETTING: But you could be randomly assigning a white ten or a
25 black ten to that spot.

1 MR. BANIAK: No. That is not what's going on in Keno. That's not what's
2 going on in this particular disclosure of Simunek, which is a traditional Keno
3 game. It modifies the Keno game from what we know as Keno.
4 It is not a ten or whatever. If the designer says I want a white ten up there,
5 fine. You put a white ten up there. But it's a ten. It's not going to be a piece
6 of fruit, it's not going to be an umbrella, it's not going to be a number, it's not
7 going to be a dollar sign.

8 JUDGE FETTING: Yeah, but the claim only sends indicia.

9 MR. BANIAK: Well, indicia, but what I keep trying to come back to is the
10 random assignment in each of those instances are an indicia from the set that
11 we have defined in the claim for those. A game from a set of game elements
12 from differing indicia. Selecting game elements from a set and then randomly
13 assign those to each of these locations.

14 Otherwise, there's no matching that is going to occur and that's what's critical
15 to this. It's not matching by something that the computer is going to select on
16 that grid but something that matches with respect to each of these game
17 element locations which gives you the spin action.

18 And acknowledging that in that claim 25 it's not there in terms of the word
19 spin. But you go to claim 34, for example, and then it says, all right, now I'm
20 going to put it in a reel. So to the extent that we need to rely on a reel, we've
21 got it in the dependencies.

22 We also have in claim 47, for example, a slot type machine using a spinning
23 reel visual presentation. And then we go through and talk about how those
24 reels are presented using the word spinning at least said selected reels for a
25 game play condition.

1 JUDGE FETTING: But in claim 25 I don't see the word matching. It just
2 says, Based upon said game play condition.

3 MR. BANIAK: Game element indicia to be displayed in each instance being
4 randomly assigned, determining an outcome based upon said game play
5 condition.

6 JUDGE FETTING: So whether it's a white ten or a black ten is a condition.

7 MR. BANIAK: You are correct.

8 JUDGE FETTING: So 28 could be a little broader than you are suggesting.

9 MR. BANIAK: Twenty-five could be, in fact, a little broader. Certainly
10 broader than the claim 47 which I just described. Certainly broader than the
11 claims which actually call out using a reel and get down more into, you know,
12 the actual embodiments that we described in the invention is the function of
13 claim drafting.

14 JUDGE LORIN: All right, counsel. I think after two years we're ready to
15 make a decision. Expect one soon.

16 MR. BANIAK: Thank you very much, gentlemen.

17 JUDGE FETTING: I have to say you were very helpful in allowing us to
18 understand finally what's going on here.

19 MR. BANIAK: I hope so. I thought I'll just submit this on the record before
20 but I don't know. Last time there weren't many questions. This time there
21 certainly were. I hope that it did help.

22 JUDGE LORIN: It did. Thank you very much.

23 (Whereupon, the proceedings at 11:15 a.m., were concluded.)

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Application No. 10/090,685

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